## C++ Doxygen Code Templates

Below are the ASTG standard C++ templates. The first sample shows proper use of Doxygen tags in a header file:

```
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#ifndef CLASSNAME H
#define CLASSNAME_H
// TODO_add_include_files
* TODO_one_line_description_of_class.
TODO_longer_description_of_class_meant_for_users._Developer_details_should_
* be_put_in_the_.cpp_implementation
* @author TODO_name, TODO_organization
* @date TODO_dd_mmm_yyyy
* Revision History:
* TODO_dd_mmm_yyyy - TODO_describe_appropriate_changes - TODO_name
 class
ClassName
 public
/** TODO describe ctor. */
       ClassName();
/** TODO_describe_dtor. */
       virtual ~ClassName();
/** TODO describe accessor.
        * @return TODO_describe_return value. */
 int
getSomeMember()
```

```
const
 return
m_someMember;
/** TODO_describe_mutator.
         * @param someMember TODO_describe_input_param. */
 void
setSomeMember(
 int
someMember)
 m_someMember = someMember;
 protected
         * TODO_description_of_function.
         * @param someParam TODO_describe_parameter.
         * @return TODO_describe_return_value.
         * /
       virtual
 int
someFunction(
 int
someParam);
 private
 int
m_someMember;
// TODO_purpose_and_units.
};
#endif
// CLASSNAME_H
```

This next sample shows the ASTG Standard C++ template for the implementation (.cpp) file:

```
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 * Author TODO_name, TODO_organization
 * Date TODO_dd_mmm_yyyy
 * See <CLASS NAME>.h for a description of this code
 * Revision History:
 * TODO_describe_appropriate_changes
// TODO_add_include_files
#include
"CppTemplate.h"
ClassName::ClassName()
// TODO_implement
ClassName::~ClassName()
// TODO_implement
TODO_describe_implemetation_details_for_developers
 int
ClassName::someFunction(
 int
someParam)
// TODO_implement
 return
 0;
```